CATFIGHT TACTICS

Professional Female Combat Simulation

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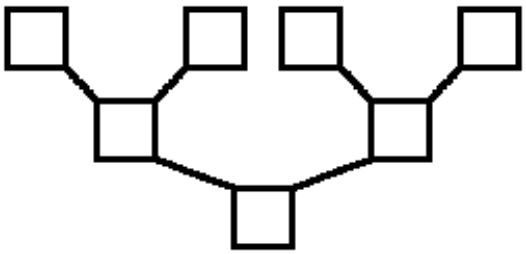
Introduction

Catfight: Tactics is a skirmish wargame for a small group of players. It contains rules for individual fights, as well as a framework to organize full campaigns where each gang fights over resources, manages the resources they manage to collect, increases their renown, and builds and defends their own personalized hideout.

Name		Portrait	ATK		+6	DEF	
			PHY		+6	RES	
Equipment					x3	HP	/
			INT		÷2*	WP	/
			SPD		+0	AP	/

*or 3, whichever is higher

Moves	Combo
1:	
2:	
3:	
4:	
5:	
6:	Achievements
7:	1:
8:	2:
9:	3:

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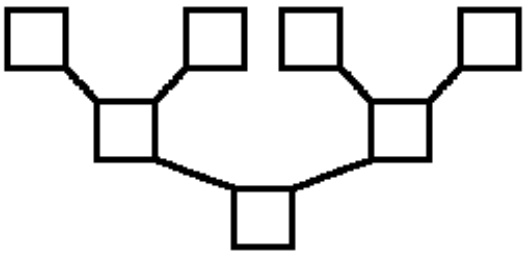
Moves	Combo
1:	
2:	
3:	
4:	
5:	
6:	Achievements
7:	1:
8:	2:
9:	3:

Character Creation

"But that's going to cut us off from..."
"Everything. Yeah. I think that's the idea."
Debbie scowled, finally spinning around in frustration and swinging her boot at a tin can, sending it skittering down the street. Betty watched it disappear into the distance, thinking.
"The others aren't going to like this. Smashley's girls won't either. If you start heading North now, you should be able to let them know and swing back here in about an hour."
Debbie cocked her head. "Let them know what?"
"That when the sun sets we're going to head down to *our* bridge and stomp some heads."

Point Buy

Players create characters using a point buy system. Character features listed below are bought with experience points, or XP. For standard campaigns, each player starts with a team of characters worth an equal number of XP.

Character Sheet

Stats

Stats represent a character's basic capabilities. The four main stats — Attack, Intellect, Physique, and Speed — are purchased directly with points. Each stat point costs 2 XP. For example, giving a character an ATK of 1 costs 2 XP, and giving a character a PHY of 9 costs 18 XP. Derived stats are not directly purchased by the player, but are instead calculated from main stats. Stats range from 1 to 12.

Attack (ATK)
Attack represents a character's ability to fight. In the game, the accuracy of most attacks is based on ATK.

Derived Stat: Defense (DEF)
Defense represents a character's ability to dodge, block, and parry. DEF is a characters ATK+6.

Intellect (INT)
Intellect represent's the character's mental abilities. INT is used for a few attacks, and some support abilities.

Derived Stat: Willpower Points (WP)
Willpower represents a character's will to keep fighting. It can be raised or lowered by certain attacks. WP is a character's INT/2 (rounded down) or 3, whichever is greater.

Physique (PHY)
Physique represents the character's natural strength and power. PHY controls the damage from most attacks, as well as the accuracy of a few special attacks. It also controls how much abuse the character can absorb before being defeated, and occasionally allows a character to resist attacks.

Derived Stat: Resistance (RES)
Resistance represents the character's ability to ignore certain types of attacks. RES is a character's PHY+6.

Derived Stat: Health Points (HP)
Health represents the character's ability to take hits. HP is determined by multiplying PHY by 3.

Speed (SPD)
Speed represents the character's agility and ability to move. SPD controls movement range as well as how quick to react the character is.

Derived Stat: Action Points (AP)
Action Points are spent on moving and attacking. Characters' turns end when they run out of action points. Characters have a number of AP equal to their SPD stat.

Moves
Moves represent all of a character's attacks and abilities.

Combos
Moves are divided into tier 1, tier 2, and tier 3. They can be placed into the combo tree at the bottom right of the character sheet based on their tier. The lowest square can only be filled with a tier 1 move.

The middle row can be only filled with moves from tier two or lower, and the highest row can only be filled with moves from tier 3 or below.

While characters can use a tier 1 move on their turns whenever they like, they can only access their tier 2 moves by placing them in the combo tree before the fight, scoring a hit against an enemy using their tier 1 move in the combo tree, and then following up with their tier 2 move above it on the next turn. Tier 3 moves are accessed the same way, but can only be used after the tier 2 move they are connected to hits successfully. Moves in combos must be used against the same enemy unless otherwise noted. However, if the enemy target is rendered Down, the attacker may continue the combo targeting a different character.

Moves cost a number of XP equal to their tier to purchase.

Reading Move Descriptions

Move descriptions follow a standard format to make them easier to understand. They begin with a prerequisite, which is a set of standards that must be met before the move can be attempted at all. If the move can be attempted under circumstances that break the general rules, it will be noted here.

Next is the attack stat. When using a character's move, the player declares an adjacent target, rolls 2d6 and adds the stat listed. If the total is greater than the target's defensive stat noted on the same line, either DEF or RES, the attack hits. A few attacks always hit; these are labelled automatic in the attack line. This will be covered in more detail in the combat section.

If the attack misses, nothing happens. However, if the attack hits, it will usually do the amount of damage listed in the damage line, reducing the target's HP by whatever that number might be. This will usually be one of the attacker's stats.

Finally, any other effects the move has are noted in the extra line. Unless otherwise noted, all stats here refer to the attacker's stats. The extra line contains a few standard effects. Here, repeatable refers to a move working as a combo with itself. Normally a character would have to use a tier 1 move, then a tier 2, then a tier 3 — assuming they all hit. If a character used a tier 1 move, then a repeatable tier 2, that character has the option to use either the repeatable tier 2 move a second time, or use a tier 3 move. There are a few other common pieces of terminology used in the extra line.

To move directly towards a hex, figure out the smallest number of hexes that must be crossed to reach it, ignoring all obstacles. In order for a movement to be considered directly towards a target, each hex of movement must reduce this number of hexes by one. If there is no available move that does this, direct movement to the target is not possible.

A push is a type of forced direct movement. For a push to be legal, the first hex of the target's movement must be along the line between the pusher and the target. Following hexes are not required to be along this line. However, the direct movement rules towards a target hex must be enforced. Additionally, the target hex must allow the required first hex of movement to be a valid move.

Line of sight must follow the rules of direct movement. However, the rules for height differences are slightly different. Start from the lower hex of the origin and the target. The line of sight can only go up one level per hex it travels. The first hex can be one level higher than the lower of the two, the second hex can be two higher, the third three higher, and so on.

Tag team moves are a special type of tier 3 move. A character who purchases one is considered to have both the A move and the B move of the corresponding name, and can store the A move tier 3 slot. This character can perform the A move at any time she meets the prerequisites, but cannot store the B move in the combo tree or use it as a tier 1 move. If she does so successfully, another character with the same move purchased can immediately perform the B move, regardless of her current combo tree status. The characters performing the moves are known as character A and B. Character B loses her next turn by performing the B move.

Creating a Team

Fill out a character sheet using the previous instructions. Ignore the achievements section; it only comes into play in the post-combat sequence. Keep creating characters until you have reached the agreed upon total for your game. 150 is a good starting number. You can spread these points among as many or as few legal characters as you like.

Move List

Tier 1

Strike
Prerequisite: None
Attack: ATK vs DEF
Damage: PHY
Extra: None

Push
Prerequisite: None
Attack: PHY vs RES
Damage: None
Extra: The attacker pushes the target 1 hex plus the number of hexes she moved in a straight line towards the target.

Grapple
Prerequisite: None
Attack: ATK vs DEF
Damage: None
Extra: The target becomes grappled by the attacker.

Trip
Prerequisite: A non-prone target
Attack: ATK vs DEF
Damage: None
Extra: The target becomes prone.

Encourage
Prerequisite: Targets an adjacent ally.
Attack: INT vs RES
Damage: None
Extra: The target loses one WP and gains HP equal to her PHY stat.

Reaction Strike
Prerequisite: Target must leave a hex adjacent to the attacker. The attack occurs immediately and costs 0AP.
Attack: SPD vs DEF
Damage: PHY
Extra: None

Reaction Grapple
Prerequisite: Target must leave a hex adjacent to the attacker. The attack occurs immediately and costs 0AP.
Attack: SPD vs DEF
Damage: None
Extra: The target becomes grappled by the attacker.

Jab
Prerequisite: None
Attack: ATK vs DEF
Damage: ATK-3, minimum 1
Extra: None

Throw
Prerequisite: Attacker must wield a non-attached weapon. Target need not be adjacent. Attacker must have line of sight to target.
Attack: ATK vs DEF for one handed weapons, ATK - 4 vs DEF for all others
Damage: PHY
Extra: The weapon lands on the ground in the target's hex, regardless of whether the attack succeeds.

Drop Kick
Prerequisite: None
Attack: ATK vs DEF
Damage: PHY+number of hexes between current position and starting position
Extra: Attacker becomes Prone.

Diving Charge
Prerequisite: Target two or more height levels below attacker
Attack: ATK vs DEF
Damage: PHY+number of height levels down to target
On a hit, move to hex adjacent to the target on the same height level. On a miss, take damage as if you had fallen, become prone, and move to the target's hex. The target moves 1 hex and triggers no reaction attacks.

Tier 2

Clothesline
Prerequisite: Tier 2. Target must leave a hex adjacent to the attacker. The attack happens on the target's turn and costs 0 AP. Need not attack the original target.
Attack: SPD vs DEF
Damage: PHY
Extra: Target becomes prone in the hex she triggered the attack by leaving.

Drag
Prerequisite: Tier 2, attacker grappling target.
Attack: PHY vs RES
Damage: None
Extra: The attacker may move a number of hexes equal to the lower of PHY or AP remaining. For each hex of movement, the attacker moves the target one hex to an adjacent hex. Repeatable.

Skirmish
Prerequisite: Tier 2.
Attack: ATK vs DEF
Damage: PHY
Extra: The character may spend any AP she had left over before attacking to move. If she has a tier 3 move available on the next turn, she is not required to use it on the character she attacked.

Hair Pull
Prerequisite: Tier 2, attacker grappling target.
Attack: ATK vs DEF
Damage: 2xPHY
Extra: The attacker gains a stacking bonus of 1 to all further attacks against the target. The bonus ends when the grapple is broken. Repeatable.

Knee Strike
Prerequisite: Tier 2, attacker grappling target.
Attack: ATK+4 vs DEF
Damage: 2xPHY
Extra: Repeatable.

Slap
Prerequisite: Tier 2
Attack: ATK vs DEF
Damage: PHY
Extra: Gain 1 WP. Gain a second WP if this attack renders the target Down.

Uppercut
Prerequisite: Tier 2
Attack: ATK vs DEF
Damage: PHY+2
Extra: The target is pushed 1 hex.

Slam
Prerequisite: Tier 2, Attacker grapling target
Attack: PHY vs RES
Damage: 2xPHY
Extra: Target becomes prone and un-grappled

Choke
Prerequisite: Tier 2, attacker grappling target.
Attack: ATK vs DEF
Damage: 2xPHY
Extra: Target gains a stacking penalty of 1 to all further attacks. The penalty ends when the grapple is broken. Repeatable.

Pin
Prerequisite: Tier 2, prone target.
Attack: Automatic
Damage: None
Extra: Target becomes pinned by attacker. Attacker moves into target's hex.

Reverse
Prerequisite: Tier 2, grappled by target.
Attack: ATK+4 vs DEF
Damage: None
Extra: Attacker is no longer grappled by target. Target becomes grappled by attacker.

Backhand
Prerequisite: Tier 2, makes attack rolls against any two available targets.
Attack: ATK vs DEF
Damage: PHY
Extra: None

Tier 3

Hammerlock
Prerequisite: Tier 3, attacker grappling target.
Attack: Automatic
Damage: PHY
Extra: The target becomes prone. Repeatable.

Comeback
Prerequisite: Tier 3
Attack: ATK vs DEF
Damage: 2xPHY
Extra: Attacker gains PHY HP.

Big Finish
Prerequisite: Tier 3
Attack: ATK vs DEF
Damage: 2xPHY
Extra: If the attack renders the target Down each member of the target's team loses 1 WP.

Intimidate
Prerequisite: Tier 3
Attack: INT vs RES
Damage: None
Extra: Target loses 3 WP.

Boot Party
Prerequisite: Tier 3, prone target
Attack: SKI vs DEF
Damage: PHY
Extra: Target takes extra damage equal to the total PHY of all adjacent allies other than the attacker.

Throw
Prerequisite: Tier 3, attacker grappling target.
Attack: PHY vs RES
Damage: None
Extra: Attacker moves the target clockwise or counter clockwise, keeping the target adjacent. At any point, the attacker may release the target, pushing her in the direction she last moved. Total movement cannot exceed PHY+2. Calculate damage from collisions using the total distance travelled and multiply it by 2.

Reaction Trip
Prerequisite: Tier 3. Target must leave a hex adjacent to the attacker. The attack happens on the targets turn and costs 0AP.
Attack: SPD vs DEF
Damage: PHY
Extra: Target becomes Prone.

Sweep Kick
Prerequisite: Tier 3
Attack: ATK vs DEF
Damage: None
Extra: Make attacks against every adjacent character. Each character that the attack hits becomes prone.

Counter Attack
Prerequisite: Tier 3. Target must attack the attacker. Attack occurs on the target's turn immediately before the attack and costs 0AP.
Attack: SPD vs DEF
Damage: PHY
Extra: The target's attack misses. The target moves into the attacker's hex and is pinned.

Rage
Prerequisite: Tier 3
Attack: ATK vs DEF
Damage: 2xPHY
Extra: Attacker deals 4 extra damage until the fight ends.

Berserk
Prerequisite: Tier 3
Attack: ATK vs DEF
Damage: 2xPHY
Extra: Attacker ignores the first 4 damage of every attack until the fight ends.

Toss
Prerequisite: Tier 3, attacker grappling target.
Attack: PHY vs RES
Damage: PHY
Extra: Target is moved to a hex within 3 hexes of the attacker and becomes prone. If there is a character in that hex, that character takes PHY damage as well, and the target is placed in an adjacent unoccupied hex.

Tag Team Moves

Fastball Special A
Prerequisite: Tier 3, targets Character B
Attack: PHY vs RES
Damage: None
Extra: Character B may perform move B.

Fastball Special B
Prerequisite: Fastball Special A, Line of sight as thrown weapon between attacker and target
Attack: ATK vs DEF
Damage: 4xPHY
Extra: Attacker moves adjacent to target using direct movement rules, hit or miss.

Double Suplex A
Prerequisite: Tier 3, grappled target
Attack: PHY vs RES
Damage: None
Extra: The attacker moves up to a number of hexes equal to the lower of PHY or AP remaining. For each hex of movement, the attacker moves the target one hex to an adjacent hex. Must end with targed adjacent to Character B, who may perform move B.

Double Suplex B
Prerequisite: Double Suplex A
Attack: PHY+4 vs RES
Damage: 4xPHY
Extra: Target becomes prone.

Super Elbow Drop A
Prerequisite: Character B adjacent
Attack: PHY vs Character B's RES
Damage: None
Extra: Character B may perform move B.

Super Elbow Drop B
Prerequisite: Prone target
Attack: ATK vs DEF
Damage: 4xPHY
Extra: If the target is one or more height levels below the attacker, the attacker may move to a hex adjacent to and equally high to the target, dealing extra damage for each height level dropped.

Insult to Injury A
Prerequisite: Tier 3
Attack: ATK vs DEF
Damage: 2xPHY
Extra: Character B may perform move B.

Insult to Injury B
Prerequisite: Insult to Injury A
Attack: ATK vs DEF
Damage: None
Extra: Target loses 2 WP. If this brings her to 0 WP or below, her teammates each lose 1 WP.

Human Cyclone A
Prerequisite: Tier 3, Character B adjacent
Attack: PHY vs RES
Damage: None
Extra: Character B moves in a circle around character B, traveling through all 6 hexes. Characters colliding with character B are moved to an unoccupied adjacent hex outside of the circle. Character B performs move B on all characters adjacent to the circle, including the ones forced out during the move.

Human Cyclone B
Prerequisite: Human Cyclone A
Attack: ATK vs DEF
Damage: PHY
Extra: None

Pre-Combat Sequence

Betty squatted down and gestured to the map drawn in the dirt.
"Ok. We're on this side of the bridge, and the closest way to the other side that doesn't involve swimming involves traveling about two miles through disputed territory."
Betty paused to let the murmurs of agreement quiet down slightly.
"Now that cuts our land in half. So we're going to split up into two groups. One of them is going with me, popping out of this alley here. We should be able to get within twenty feet before they see us. The other group is going to go with Smashley, and hit them from behind from this side here."
Smashley cracked her knuckles as her followers - each at least a head shorter - clustered around her. It was a good plan.

Before combat begins, the players must pick a scenario to play. If this is the first fight of the campaign, the scenario is automatically the default, neutral scenario with no special rules. For games following the first, use the following rules. More information on terms used here is included in the Post-Combat Sequence section.

To begin, each player bids between zero and their total of unspent available loot points. If one player bids more, those loot points are spent and that player chooses the scenario from the following list. If there is a tie, roll a d6 and choose from the following list.

1: Hideout Attack (Player 1 defends)
Play a fight on Player 1's hideout map. Player 1 must win or be removed from the campaign. See the hideout upgrades section in the Post-Combat Sequence for more details on the special rules. The winning team gains 5 reputation, plus an additional 5 if they are the attacker.

Hideout upgrades such as beds, equipment racks, and training rings have DEF and RES stats of 0, HP equal to their loot point cost, and cannot be grappled or moved. If reduced to 0HP, characters may pick up one hex of the upgrade for 5AP, where it essentially becomes a weapon that gives no effects (dropped on Down, Out, or Prone). If an attacking team brings all hexes of an upgrade to the edge of the map and runs, either voluntarily or due to Demoralization, that team may install the upgrade in their own hideout. Upgrades that are stolen partially are simply destroyed and may not be used by anyone.

2: Capture the Flag
The flag starts out in the center of the map and can be picked up and dropped (voluntarily or involuntarily) as if it were a weapon. It is worth 2 XP to the winner of the fight (if it is still present on the board) or to whichever character brings it to their starting edge and leaves the map.

3: No special rules.

4: Capture the Prey
The prey is a character with 1 in all main stats. She is captured upon a character who is grappling her voluntarily exiting the map. The character joins the capturing team, provided it has sufficient beds to recruit a character (she can be stored in a cell, but not fielded from it).

5: Capture the Trophy
The trophy is a 1 hex 20 loot point upgrade that adds 1 to every character's max WP, installed as if it were a hideout upgrade in the center of the map. WP boosts from trophies do not stack.

6: Hideout Attack (Player 2 defends)
See 1.

Combat Sequence

Betty was dimly aware of Smashley stumbling back and forth, struggling under the combined weight of her smaller opponents, but most of her thoughts were occupied with trying to escape the stocky, tattooed woman putting her in a headlock. In fact, yanking the woman's leg out from under her, tossing her onto her back, and throwing a leg over her stomach took up so much of Betty's attention that she didn't even notice the reinforcements charging over the bridge.

Placement
Determine which player goes first randomly. The players place tokens representing their characters on opposite sides of the hex board, the first player going first.

Character Order
In order to decide what order characters act in, compare their move scores. Characters with the highest move scores go first. If there are any ties, break them randomly — unless they are between characters on the same team, in which case the controlling player can decide on their turn order. Make a list in order and stick with it for the whole game.

Moving
Characters can move into any hex not occupied by a terrain feature that blocks movement or another character. Moving costs 1AP to move through empty spaces, and variable amounts for others (see the following sections for more details). Upon reaching 0AP or fewer, the character's turn ends. Characters regain their AP at the starts of their turns.

Characters can leave the map voluntarily by moving to a hex on the edge of the map and spending 1AP. Characters doing this can bring one adjacent Down or Out character along if that character is also on

the edge of the map.

Terrain

Different types of terrain have different effects.

Raised

Raised terrain has levels. Normal terrain counts as level 0, and there is no limit to how many levels terrain can be raised. Characters can move between a hex of one terrain level and a hex of a level 1 higher or lower normally, but cannot move to a hex 2 or more levels higher than their current hex voluntarily. Characters forced to do so treat this as a collision with an obstacle. Characters may move to a hex of 2 or more levels lower voluntarily. Characters doing this roll 2d6+SPD. If the total is less than 6+the difference between the levels, they fall prone and take damage equal to the difference between the two height levels. Characters forced to move this way fall prone and take damage as if they had jumped down and failed this roll. The forced movement then ends as if the character had collided with an obstacle.

Hindering

Hindering terrain costs 2AP to move through voluntarily. If a weapon lands in hindering terrain, characters must roll 2d6+INT and score higher than 11 in order to pick it up.

Climbable

Climbable terrain allows characters to move through multiple height levels quickly. Characters in a hex of climbable terrain can exit into any adjacent hex regardless of height, for an AP cost equal to the difference in heights between the previous hex and the new hex. This can exceed a character's available AP and end the turn, much like attacking.

Attacking

Characters can use their moves on adjacent characters within one height level of the hex they are standing on. Using a move takes up whatever number of AP a character has remaining, ending the turn.

When a player declares a move against a target, that player must roll 2d6, add the stat listed under the attack line of the move to the total, add 4 for every teammate capable of attacking adjacent to the target, and compare it to the target's DEF or RES, as specified in the move's attack line. If the total attack stat and dice roll is greater than the target's defensive stat, the attack is a success, and does damage and any extra effects if listed. If not, it fails. Either way, the character's turn ends.

Using moves with no target works in the same way.

Players can opt to have their characters end their turns with unspent AP. Characters who do this may spend their extra AP to attack during the turn of an allied character, provided they do so before their next turn begins.

Characters that reach 0 HP or below become Down. Characters that reach -PHY HP or below become Out. Characters that run out of WP become Demoralized. See status effects for more on this.

Status Effects

Many moves make reference to status effects as a secondary effect. The standard status effects are listed here.

Grappled

Grappled characters receive -4 to all attacks, -4 to all defenses, and cannot move. Grapples stack and must be broken separately, either by forcing the grappling character to move out of range or rendering the attacker Down or Out. One character can make multiple grabs, but cannot grab a single enemy multiple times.

Pinned

Pinned characters cannot stand from prone. However, they can attack the pinning character. Pinning characters can only attacked the pinned character and receive -4 to their DF against attacks from other characters. The pinned status effect ends when the pinning character voluntarily ends the pin (which she can do at any time, immediately moving to an adjacent unoccupied square), is forced out of the pinned character's hex, or is rendered Down or Out.

Prone

Prone characters receive -4 to all defenses, and cannot move or attack until spending 7AP (or a full round, if character has fewer than 7 total AP) to stand.

Down

Characters who are Down have a DEF and RES of 0, cannot move, are automatically prone, and have no actions available. Downed characters recover 1 HP per turn and lose the Down status effect on reaching 1HP.

Out

Characters who are Out have a DEF and RES of 0, cannot move, are automatically prone, and have no actions available. If a character is rendered Out, her teammates each lose 1 WP.

Demoralized
Demoralized characters behave completely normally, unless they are capable of moving off of the board on their turn. If this is the case, they do so, exiting the game and not returning. Characters can lose the Demoralized status by gaining enough WP to be at above 0.

Forced Movement
While not a status effect that stays on a character, forced movement is a secondary effect of many attacks with specific rules.

If a character is forced to move into an occupied space, check the number of hexes of available forced movement remaining. The character takes damage equal to this number and becomes prone. If the space is occupied by a character, the two characters divide the damage between them equally, with the remainder going to the moved character.

Forced movement can trigger Reaction Strikes, Reaction Grapples, Clotheslines, and Reaction Trips. However, a character cannot use her own forced movement to trigger her own reaction attacks.

Weapons
Characters drop their weapons in their current hex upon becoming Prone, Down, or Out unless otherwise specified. Characters equipped with weapons outside of the Attached category may throw them.

Any character in or adjacent to a hex containing a weapon can pick it up at a cost of 5AP.

Win Conditions
One side wins when all opposing characters are either Out or no longer present on the map.

Post-Combat Sequence

Debbie had never seen the girl before this night, but her bandana and the patch on the back of her jacket identified her as part of Smashley's crew.
"You think Smashley's going to be mad that I left her back there?"
"Yeah."
They kept walking.
"And you heard what Betty said."
Debbie stopped, sat down on the curb, and started to tear the patches off of her jacket.
"What are you doing?"
"Well, if I'm in trouble with Betty, I'm going to need some help. Might as well be someone with a

proven record of kicking her ass."

After the fight, go through the following steps in order. Use the gang sheet provided on the final page to take notes.

Injuries

Note each character's status at the end of the fight - either Out or not. Also note whether each character was on the winning or losing team. Write both of these down in the Status box of the gang sheet.

Experience

XP from the general pool must be immediately assigned one at a time, and may not be assigned to a character with more XP than another. Participating in the fight, winning the fight, ending the fight with no characters off the map or Out, winning the fight by a voluntary retreat from the opponent, and ending the fight with all opposing characters Out are each worth 1 XP to the general pool.

Reputation

Winning a fight, unless otherwise noted, is worth 5 reputation. Take note of this in the Rep. box of the gang sheet.

Individual gang members can also win reputation by accomplishing various achievements from the following list. Characters must buy an achievement for 1XP before they can receive reputation for it.

Fearless
Character gains 1 reputation per fight, provided she has never ran away, whether voluntarily or due to WP loss.

Invincible
Character gains 2 reputation per fight, provided she has never ended a fight Down or Out, or ran away.

Bruiser
Character has a reputation for this achievement equal to the largest number of opponents she has brought from 1HP or higher to Out in one hit in one fight. For example, if a character takes Out one opponent in her first fight, three in her second, and two in her third, that character gets 3 reputation from Dangerous.

Ambitious
Character has a reputation for this achievement equal to one plus the reputation of the highest rep. character she has brought from 1HP or higher to out in one hit.

Collect Resources

Check your gang sheet. For each territory you control, collect 10+d6 LP. For each contested territory you control, collect 1 Reputation. If this is the first fight, you control all territories on your sheet other than the one labelled "contested." Mark them down as such, and set the strength of each territory as 10.

Purchase Upgrades

At this time you may purchase upgrades. If they are hideout upgrades, take note of them and place them on a hex map of your hideout, which you will play on if you roll the hideout defense scenario. Use the following list for loot point prices and effects.

Weapons

Attached weapon - 5 points
Description: Steel toed boots, brass knuckles, short length of chain wrapped around fist, boxing gloves wrapped with barbed wire, and similar weapons.
Damage: +2 to all ATK vs DEF attacks that deal damage and do not require a grapple as a prerequisite
Extra: Remains equipped, regardless of character's status effects. Can only be picked up off of a character who is Down or Out. Cannot be thrown.

One-Handed weapon - 5 points
Description: Sticks, bottles, medium lengths of chain, socks full of quarters, nunchucks, and similar weapons.
Damage: +3 to all ATK vs DEF attacks that deal damage and do not require a grapple as a prerequisite
Extra: No penalty for throwing.

Reach weapon - 5 points
Description: Hockey sticks, baseball bats, broom handles, pipes, and similar weapons.
Damage: +3 to all ATK vs DEF attacks that deal damage and do not require a grapple as a prerequisite
Extra: Attacks that deal extra damage can be done against characters 1 hex further than usual, provided they are not separated by terrain that would block forced movement.

Grappling weapon - 5 points
Description: Long lengths of chain, whips, rope flails, and similar weapons.
Damage: +2 to all attacks that deal damage
Extra: Targets hit with attacks from a grappling weapon become grappled by the attacker.

Hideout Upgrades

Weight Room - 15 loot points

Description: A set of improvised weights, punching bags, benches, pullup bars, and other equipment gang members can use to exercise.
Size: 2x2 hexes
Effect: Allows up to 4 characters to spend 2 XP each per post-fight phase to train PHY or SPD.

Training Ring - 15 loot points
Description: A large, empty area with enough padding to prevent serious injury during sparring.
Size: 2x2 hexes
Effect: Allows up to 4 characters to spend 2 XP each per post-fight phase to train ATK, or spend 1-3 XP to learn a new move. Characters rendered Out in the previous fight may use the training ring to gain 1 XP. This counts towards the maximum of 4 characters that can use the training ring.

War Room - 15 loot points
Description: A central planning area containing maps and records where gang leaders plan their next move.
Size: 2x2 hexes
Allows up to 4 characters to spend 2 XP each per post-fight phase to train INT, or to collect 2d6+INT bonus loot points that can only be spent on bidding on scenarios before the following fight.

Bed - 5 loot points
Description: Anything soft enough to sleep on.
Size - 1 hex
Effect: In the hideout defense scenario, defending characters must begin the fight in a hex containing a bed (or adjacent to one if none are available). Beds can also be used at the end of the post-combat sequence to recover HP.

Equipment Rack - 5 loot points
Description: A box, cabinet, or shelf where weapons can be stored securely, but accessed easily in an emergency.
Size - 1 hex
Effect: All weapons must be stored in equipment racks. Any purchased or stolen weapons that are not stored in equipment racks by the end of the post-combat phase are lost permanently. Each rack can store 3 weapons.

Raised Terrain - 2 loot points
Description: A ramp or barricade, usually hastily constructed out of wood or scrap metal.
Size - 1 hex
Effect: See the section on terrain in the combat section. Raised terrain can be purchased multiple times

on the same hex to raise the terrain multiple levels.

Hindering Terrain - 2 loot points
Description: Trip wires, flooded areas, or other obstacles.
Size - 1 hex
Effect: See the section on terrain in the combat section.

Climbable terrain - 5 loot points
Description: A ladder or rope, either attached to or built directly onto a raised area.
Size - 1 hex
Effect: See the section on terrain in the combat section.

Declare Actions

Characters that meet the listed prerequisites can declare one of these actions in their post-combat phase. Do so secretly, then reveal them simultaneously and resolve them for all players.

Recruit:
Prerequisite: Not Out
Action: Choose a territory you control. The character spends the post-combat phase in this territory.
Effect: Add d6 strength to the territory for every 50 XP of recruiting characters present (for multiple recruiting characters, add their XP values and base the number of d6s on the total value), with a minimum of 1d6.

Lead:
Prerequisite: Not Out, Winning team
Action: Choose a territory you control. The character spends the post-combat phase in this territory.
Effect: Move an amount of strength of your choice from the territory to an adjacent one (all contested territories are considered adjacent). If this takes them into territory you do not control, add d6 to the amount of strength moved (for multiple leading characters, add their XP values and base the number of d6s on the total value) for the duration of the attack.

Patrol:
Prerequisite: Not Out
Action: Choose a territory you control. The character spends the post-combat phase in this territory.
Effect: If the territory is attacked, add d6 to the territory's strength for every 50XP of patrolling characters present (for multiple patrolling characters, add their XP values and base the number of d6s on the total value) for the duration of the attack.

Use Upgrade:
Prerequisite: None
Action: Choose an upgrade you have installed in your hideout. The character spends the post-combat phase in this facility.
Effect: Varies. See the hideout upgrade list for specific effects.

Resolve Attacks

If any territory contains strength from multiple gangs (including the starting neutral strength of contested territories), resolve the attack accordingly. Take away one strength from each gang present. Repeat until one gang has at least double the combined strength of all opponents present. This gang captures all strength present and adds it to its total for the territory, and captures the territory as well.

Any territories at 0 strength become neutral and do not provide LP or Rep.

If any territory has more than 20 strength, reduce its strength to 20.

Recover HP and WP

All characters' WP are set to their maximum. At this point (after the upgrades are installed) characters may use beds to recover their HP. Each bed may only be used by one character per cycle. Any character without an available bed to rest in recovers PHY HP if she has 1 or more HP, or has her HP set to PHY is she does not.

Gang Sheet

Gang Name

Won	Lost

Loot Points

Roster	XP	Out	Rep.
1:			
2:			
3:			
4:			
5:			
6:			
7:			
8:			
9:			
10:			
11:			
Gang Reputation			
Total			

Territory	Hideout	1	2	Contested
Strength				
Owner				